Get Ready for a New Dawn

SEGA RALLY CHAMPIONSHIP
SEGA
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1995
INTERNATIONAL RALLY

Is there No End to Sega's Genius

A Head-to-Head Rally with
unbelievable sound effects!
The most realistic car racing game!

At top speeds, the outside world whizzes past you!
Using your skill and the drift effects, push yourself to the limits!

- The player operates a car whose body decor is the same as the original machines. In addition, the engine sounds sampled from a real car give you thrills and excitement.
- Communication function incorporated allows for simultaneous "vs", interactive play.
- The two game modes ("Practice" and "Championship") are available.
- Use the V.R. button to alternate the 2-stage perspectives to and from "Driver's Eye" and "View from Behind."
- Gives you the sensation of drifting and driving realism. The Deluxe type has an innovative mechanism which transmits the vibration and impact experienced on the screen to the seat.
- Choose one from the 3 course[illegible] i.e., Easy, Advanced a[illegible]ert.

ORDER NOW

AUSTRALIA
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SUITABLE FOR ALL AGES

This product is mark[illegible]scade Ltd.

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SNK

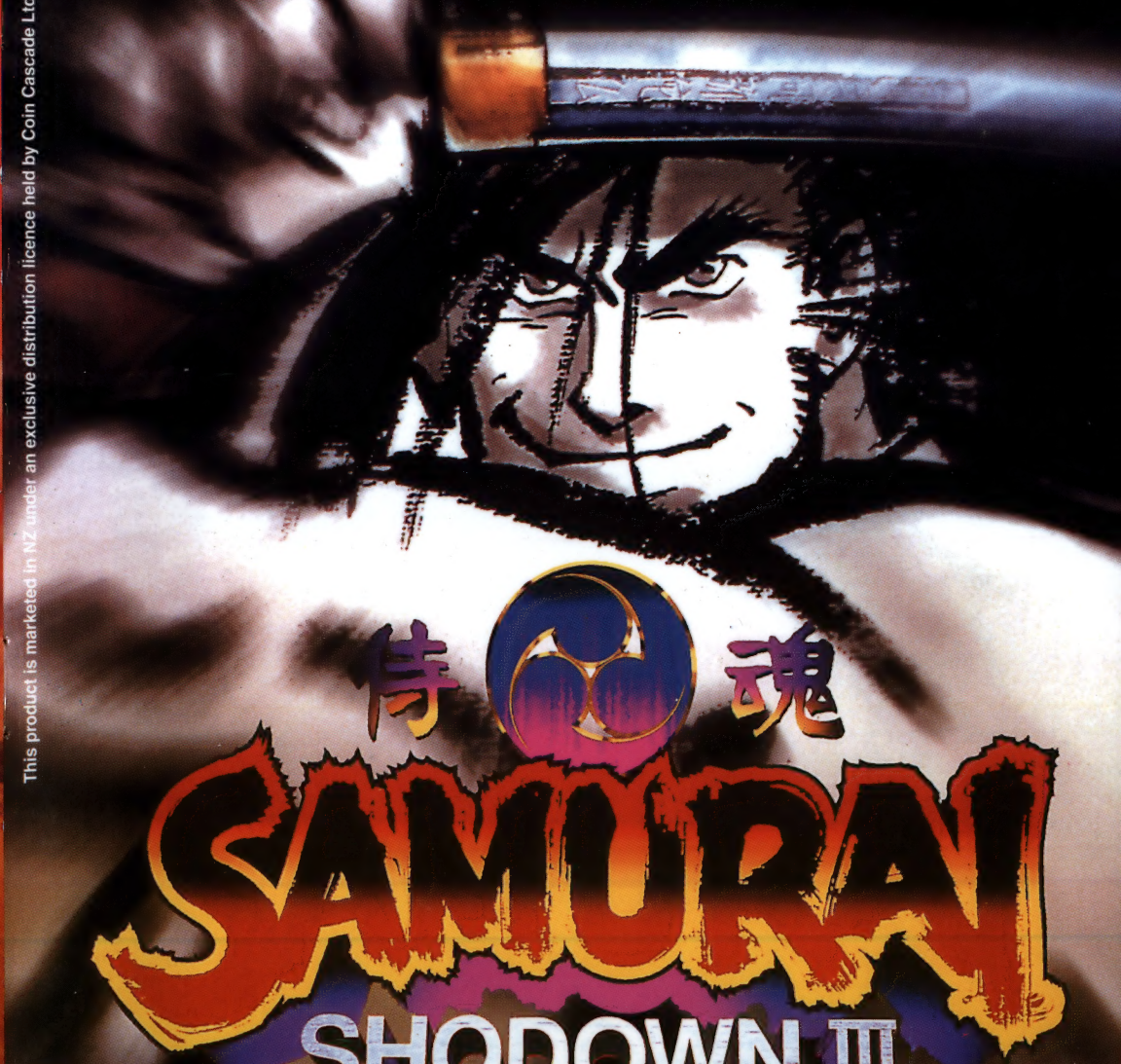
TIME OUT

YOUR DOOM AWAITS.

The Battle Thickens! Samurai Shodown's Third Round is Here!

Deeper and more exciting action explodes in the latest exciting adventure: Samurai Shodown 3 : Zankuro's Peerless Blade!

December/January 95/96



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SAMURAI SHODOWN III

TM
© SNK 1995

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

Coin Cascade Ltd. 5 Vulcan Place, Christchurch, Ph 338 1411, Fax 338 1410

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The battle for control of the universe is about to begin!

The game-play experience of a lifetime that will change the way you view fighting games. The simpliest of controls, yet the most advance game-play ever.

MARVEL™ COMICS

MARVEL SUPER HEROES™

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THIS VIDEO GAME IS PRODUCED UNDER LICENSE FROM MARVEL ENTERTAINMENT GROUP, INC.

- The Marvel Super Heroes arcade game is a quantum leap above the rest!
- The Infinity Gems augment the power of the heroes and villains!
- Unleash the powerful "Infinity Special" and blow opponents away!

All screens shots currently under development.

THIS IS THE BIGGEST

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Cruis'n USA

Cruis'n USA

LINK KIT NOW AVAILABLE
Results todate show a 38% increase in Revenue after the link kit is fitted!

CLASSIFIEDS

Riding Hero	$100
Samurai Shodown 2	$600
Samurai Shodown 1	$200
Savage Reign	$600
Spin Master	$200
Super Sidekicks	$200
Super Spy	$75
Thrash Rally	$100
Top Hunter	$250
View Point	$100
World Heroes	$100
World Heroes 2	$250
World Heroes Jet	$500
Zed Blade	$400

PCBS FOR SALE

Air Duel	$300
Altered Beast	$100
Beach Volleyball	$100
Buggy Challenge	$200
Champ Wrestler	$100
Cobra Command	$100
Columns	$180
Dark Zeal	$150
Dragon Breed	$150
Dynamite Dux	$100
Estwat	$100
Fighters History	$350
Flying Shark	$150
Gang Busters	$100
Gemini Wing	$100
Growl	$150
Hard Puncher	$250
Karate Blazers	$300
Knights of the Round	$500
Marching Maze	$100
Moon Walker	$150
P47	$150
Pig Out	$200
Rampart	$200
Relief Pitcher	$300
Rim Rocken Basketball	$150
Robo Kid	$100
SF2 Super Turbo	$650
SF2 Super	$200
Shogun Warriors	$300
Silent Dragon	$300
Slam Masters	$300
Sno Bros	$100
Sunset Riders	$700
Super Formula	$300
Super Volleyball	$150
Surprise Attack	$150
TMNT 4 player	$200
Touch Down Fever	$150
Tumble Pop	$200
Twin Cobra	$150
Vandyke	$100
Vendetta	$300
Warriors of Fate	$600
World Rally	$750
Wrestlefest	$300

DEDICATED FOR SALE

3p Off Road	$2000
After Burner 2	$1500
Cisco Heat	$1750
Enduro Racer	$2500
Final Lap 3	$9000
Line of Fire	$2700
Operation Thunderbolt	$1000
Operation Wolf	$1000
Rad Rally twin	$8500
Revolution X	$7000
SCI Dedicated Upright	$2200
Sovolov	$6000
World Rally 26"	$1950

PH 04 569-9107

FOR SALE

NBA Jam	$1600
NBA panel simpo cabinet	$250
Tekken	$1800
Mortal Kombat 1	$650
Mortal Kombat 2	$1200
Warriors of Fate	$550
Indiana Jones	$4600
Samurai Shodown	$100
Samurai Shodown 2	$250
26" cabinet with MKII panel	$1600

PH SAYAD 07 843-0497

OR 025 834-025

All Classifieds are placed free of charge to any customer of Coin Cascade who wishes to advertise. Please ensure all copy is received by 20th of the month. Add GST to all prices in this book

Stuart, Margaret, Gary, Gay and
all the staff at Coin Cascade,

Mike and Irene and all the
staff at Spacetec,

Robert, Jan and all the
staff at Magenta,

Kevin, Rachel, Darrell, Ray, Maarten,
Shirley and all the staff at
Time Out Leisure & Auckland Coin,

wish all their colleagues in the
industry a safe and prosperous Christmas
and New Year.

CLASSIFIEDS

1x Sunset Riders	$400
1x Virtua Fighter Remix	$1800
1x Vendetta	$400
3x Wrest Fest	$100

CABINETS FOR SALE

Simpo grey 26" screen video game upgright available NRI multi coin acceptors in excellent condition $1700

PINBALLS FOR SALE

The Shadow	$6400
Demolition Man	$5600
Indiana Jones	$4600
The Flintstones	$6800
World Cup	$6000

NEO GEO FOR SALE

2x 3 Count Bout	$200
10x Art of Fighting 1	$200
4x Burning Fight	$200
8x Fatal Fury 1	$200
4x Fatal Fury 2	$250
1x Karnovs Revenge	$400
1x King of Monsters 1	$200
1x King of Monsters 2	$250
2x Mutation Nation	$200
2x Ninja Combat	$200
3x Ninja Commando	$200
1x Pulstar	$550
1x Sengoku	$200
2x Soccer Brawl	$250
2x World Heroes 2	$250
8x World Heroes 1	$200

Any 5 cartirdges for $800

DEDICATED FOR SALE

Cruisin USA DX ex cond	$36000
Drug Wars 50" & consol (laser disc very reliable) feature game	$13000
Final Lap 3 twin NRI mech	$8000
Laser Kits	$4500
Lethal Enforcers ex cond	$4200
NBA Jam Tourn. elec mech	$4200
Revolution X 3 guns full decals	$7000
Underfire 2play guns	$5000
Virtua Fighter 1 26" screen	$3900
Wack-a-Gator (with tick. disp)	$13000

PH 09 524 5773

PINBALLS FOR SALE

Addams Family	$4300
Black Rose	$2300
Creatures/Lagoon	$3000
Demolition Man	$5400
Dirty Harry	$6800
Dr Who	$3500
Dracula	$2900
Fishtales	$2800
Flintstones	$5000
Getaway	$2200
Indiana Jones	$5000
Jokez	$1100
Judge Dredd	$3800
Party Zone	$2100
Police Force	$1300
Popeye	$3500
Riverboat	$1400
Roadshow	$6800
Startrek Williams	$4500
Taxi	$1100
Terminator 2	$2200
The Shadow	$7200
Theatre of Magic	$7600
Transporter	$1400
Twilight Zone	$4000
Whitewater	$3000
World Cup	$6500

NEO GEO FOR SALE

3 Count Bout	$150
8 Man	$100
Aero Fighters 2	$500
Agressors of Dark Kombat	$400
Andros Dunos	$150
Art of Fighting	$100
Art of Fighting 2	$300
Baseball Stars 2	$300
Blues Journey	$100
Cybalip	$100
Fatal Fury	$100
Fatal Fury 2	$150
Fatal Fury 2 Special	$300
Football Frenzy	$200
Ghost Pilots	$100
Karnovs Revenge	$350
King of Monsters	$100
League Bowling	$150
Mutation Nation	$100
Ninja Combat	$100
Panic Bomber	$200
Professional Baseball Stars	$200

CLASSIFIEDS

Four Trax twin motorcycle	$9500
Virtual Racing twin	$17500
Ghost Gun redemption	$3000
Lucky & Wild 33" twin	$7200

PINBALLS FOR SALE

Star Trek	$5800
Indiana Jones	$5000

PH GARY 03 338-1411

BUY

Pinball backglass wanted - Skate Ball game

PH 07 578-6705

BUY

Air Hockey Table with Formica Top and overhead scoring display for around $2000

FOR SALE

18 of new 28" Red Taiwanese Cabinets c/w mechanical coin mech & game board $35,000 ONO

PH 09 525-0200

PINBALLS FOR SALE

Fishtales	$2500
Dr Who	$2600
Creatures/Lagoon	$2500
Judge Dredd	$4500

PH 03 442-9098

PINBALLS FOR SALE

Police Force	$995
Playboy	$995
Time Machine	$995

DEDICATED FOR SALE

Space Invaders original	$1000
Defender original	$1000

BUY

Road Blasters board only

PH PAUL OR JOHN 06 835 7008

FOR SALE

Range of used 26" & 25" upright & lowboy cabinets, all with electronic coin mechs.

Upright	$1550
Lowboys	$1490

PH GARY 03 338-1411

FOR SALE

Neo Geo 6 Slots for sale
2 cabinets complete with 6 games each
$3800 ONO

PH MAX 09 278-1245

PINBALLS FOR SALE

Twilight Zone	$3500

NEO GEO FOR SALE

3 Count Bout	$200
World Heroes 2	$200
King of Fighters 94	$350
Samurai Shodown	$300

or all for $900

PCBS FOR SALE

Street Fighter Turbo	$1200
Crime Fighters	$400
Combat Tribes	$250
Final Blow	$250
Twin Cobra	$200
Poker Ladies	$400
Arch Rivals	$200
Strike Force	$200
Street Fighter 1	$200
Karate Tournament	$400
Vapour Trail	$300
Double Dragon	$200

DEDICATED FOR SALE

After Burner 2 DX	$3000
Virtua Racing Twin	$17000

PH LEIGH 07 578 7302

FOR SALE

White Water	$3200
Twilight Zone	$3500
Air Hockey - as new	$5850

PH 06 385 8295

FOR SALE

Pool Table Recovering
Quality Cloth & Workmanship
TOP PRICES

WANTED

Second hand pool tables, any condition

PH 06 377 3091

LOGIC BOARDS FOR SALE

1x Armoured Warriors	$1300
1x Dark Stalkers	$1500
1x Knights of the Round	$700
4x Mortal Kombat 1	$1000
2x NBA Jam Tournament	$2200
2x Slam Masters	$200
4x Street Fighter CE	$350
5x Street Fighter Hyper Fight	$350
5x Street Fighter Super Turbo	$1500
3x Street Fighter Two	$200

New Zealand News

Many of you will have received telephone calls from either a marketing company completing a number of market surveys for us or from Margaret trying to update our customer mailing list as one result of the marketing surveys. To all of you who responded, thank you.

One area that did come up regularly was the need to print prices with advertisements in the magazine. The reason that this is not being done is simply the fact that each month the magazine must be in to the printer on the 20th of the preceding month. When printed the magazine is generally updated each four weeks and so any prices quoted are then in force for up to seven weeks. When we printed prices a few years ago under this situation we found that some prices got hopelessly outdated very quickly and this turned into a negative for customer information rather than a positive. Customers can ring their local agent for up to date prices or contact Gary, John or Logan in Christchurch for up to date prices and delivery information at any time.

This month we see the release of:

Samurai Shodown 3 - Neo Geo
Indy 500 - pinball

In addition we currently have in stock the following games:

Neo-Geo one and two slot kits
Air Hockey - standard and deluxe
Indy 500 39" dedicated - 1 left.

AUCKLAND

Our best wishes go out to local operator Leon Jacobson who has been struck down by a mysterious virus that has forced him to spend the last three weeks in Auckland Hospital. We all hope that you get out of there very soon and get back on the road emptying those cash boxes.

Auckland, New Lynn Takeaways owner Allan Jensen, and manager Danny Heke, have together hatched up a novel idea to draw the customers into the business and increase turnover. Every Sunday night they run a "Burger and Busk" night where customers are treated to an evening of free entertainment by local musicians. There's a different act every Sunday and anything goes, from music to dance and poetry.

Musicians play for a donation from customers, and Jensen and Heke encourage contributions by reducing prices on various meal items

"ASK ABOUT OUR FINANCE OPTIONS"

Auckland/Northland: Kevin Grundy Ph 09 525-0200 Mobile 021 525-020 Fax 09 525-0250
Central: Robert Briggs Ph 07 346-3783 Mobile 025 946-724 Pg 0508 888-777 Fax 07 346-3784
Lower N/I: Mike De Ruyter Ph 04 389-3919 Mobile 021 444-999 Fax 04 569-9107
South Island: Gary Walker Ph 03 338-1411 Fax 03 338-1410

New Zealand News

for the night.

"The results are a mixed bag," says Jensen. "We've had up to 100 people here on Sunday night, but another time we had just six or seven."

• Good to see Kevin and Bevan from TOL and Norma and Clyde Cummings from Kawa Kawa at the AMOA Q Show. Music Makers was the first NZ company to take space at the show and seemed to have a busy time throughout showing Australian operators their new tables.

If anyone ever wants to go out for a meal and see two people spend more on booze than a table of ten spend on food then invite Kevin and Bevan.

HAMILTON

Sega Rally is going exceptionally well in Theatre Site, Hamilton - Quantum Leisure are pleased with their purchase.

ROTORUA

Robert and Gary from Magenta Coin and Quantum Pool also put in an appearance at the show. According to Jan (who was guarding the fort) they both had a REALLY good time while working.

The new games area is going well in Geyser Court in Rotorua. Slow start but picking up gradually.

John Wheaton recommends the new Jack Bot pinball as an ideal pinball for a bar/pub site.

AMOA meeting enjoyed by Robert Briggs - Magenta Coin Services, Gary Watson - Allwood Interiors and Craig Daniels - interested onlooker of Rotorua. Well worth a visit and an excellent location as well.

WELLINGTON

Mike, Irene and the family enjoyed the show so much they decided to spend a further 10 days away from it all. Unfortunately it was all waiting for them on their return.

Craig Whale from NSM was also on the NSM Australia stand. Juke boxes seem to have provided operators with a very regular return and a number of operators really rely on this regular income.

There's a new Australian Billiard Company operating a chain of Billiard Halls in NZ. The first one of course is going to be in the Capital, this means more variety for pool players in Wellington, it will be situated on the 1st floor, 68 Courtenay Place. Spacetec Coin will be supplying a range of the latest video games and wish them luck with their new venture opening on the 30th of November.

Four Spacetec Coin staff recently took a trip to the Aussie Show in October. Among the staff attending the show was Mike's number one repair man Brett and his brother Ken of Parts, Sales and Research. The Show was quite good this year, with a wide range of new equipment and some good idea's. Ken enjoyed the new Indy 500, Brett liked the gun game Virtua Cop 2, and Mike was quite taken by the game Area 51. While Mike, Ken and Brett were hard at work at the Show, Irene and the kids were soaking up the hot sun of

CLASSIFIEDS

PCBS FOR SALE

1x Aero Fighters	$750
2x Alien vs Predator	$700
1x Dark Stalkers	$1000
2x Karate Tournament	$420
1x Mortal Kombat 1	$800
2x Mortal Kombat 2	$1200
1x Major Title 1	$550
1x Major Title 2	$850
2x SFII:CE	$460
1x Shinobi	$190
1x Sky Kid	$200
1x Solamin Key	$150
1x Spinal Breakers	$100
3x SSFII Turbo	$900
1x Vapour Trail	$350

DEDICATED FOR SALE

1x Exhaust Note	$11000
1x Final Lap III	$8950
1x Lethal Enforcer 1	$4600
1x Lord of Gun	$1800
1x Maddog 2	$18000
1x Winning Run	$8000
1x World Rally	$3750

CABINETS FOR SALE

Simpo and Lowboy 26" Cabinets complete with NRI electronic coin acceptors. Both Red and Grey models available. All in excellent condition.

Simpo Arcade	$1700
Lowboy	$1950

PINBALLS FOR SALE

Dr Who	$2500

PH BEVAN 09 525-0200 OR 021 622 319

PINBALLS FOR SALE

Addams Family	$3600
Creatures/Lagoon	$2700
Guns 'n Roses	$4500
Jurassic Park	$2100
Last Action Hero	$3400
Lethal Weapon 3	$1800
Star Trek TNG	$4800
Tales Crypt	$3800
Tommy	$3800
Twilight Zone	$3600
White Water	$3200

OTHER MACHINES FOR SALE

Adventure Dome	Offers
Pole Position Cock-Pit	$600
20" Cabs. Chaston or Taito complete with logic from	$400
Numerous Logic Boards from	$50

Offers would be considered on any of the above

PH 04 528-8891

FOR SALE

12x Upright Jap Taito Cab.	$300
2x Taito NZ Lowboys	$400
1x Taito Sit-down Cabinets	$800
1x Pole Position original cabinet and good logic board	$2000
1x Juke Box complete	$500
1x Copy Cat	$200
1x Shootaway 100" projector gun	$2000
1x SF1 with NZ tall cabinet	$1600

LOGICS FOR SALE

Bomb Jack	$250
Block Out	$100
Sno Bros	$250
Gun Frontier	$200
Missing in Action	$150
Pocket Gal	$150
Escape Kids	$100
WWF	$100
Sky Soldier	$250
Xiania Sienna	$200
1942	$350
Double Dragon	$200
Immortals	$150
R.Type	$250

PH 03 308-7143

PCBS FOR SALE

Jacki Chan	$1400
Armoured Warriors	$900
Raiden DX	$1800
Power Spikes	$600
Galaga 88	$500
SF The Movie	$1700
Terminator Gun	$4200
World Cup	$300
Dungeons & Dragons	$950
Battle Toads	$1100
Tekken	$1400
Spider	$800
Mortal Kombat 2	$1100

DEDICATED FOR SALE

Badlands twin driver	$2950

GAME PREVIEWS

CLASSIC COLLECTION

Those operators into nostalgia may find this 3 games in 1 PCB from Namco quite attractive. The system allows player selectable games which include "Galaga", "Xevious" and "Mappy". All of these 3 games were relatively big hits for Namco a few years ago.

Players can choose from the traditional form of three games or select from a modernised version of each, that gives even the old experts some new challenges. Most importantly the games are simple and enjoyable and are all proven "winners" in times past.

WRESTLEMANIA

With a full calendar of live arena events staged around the world and broadcasts distributed internationally to over 70 countries across five continents, the World Wrestling Federation has now decided to move into the coin-op arena thanks to Midway.

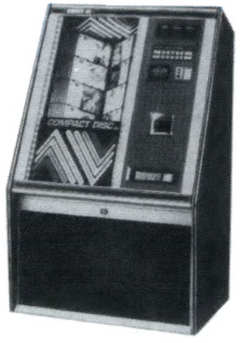
The result is the latest video game WWF WrestleMania. The game features eight of the World Wrestling Federation's biggest stars captured on video at the company's studios to create the most authentic wrestling action possible in a video game.

WrestleMania offers players four distinctive games for one, or two play. Each wrestling star's own theme music is played alongside the WWF's own ringside announcers and its control panel sports a unique new grab feature.

MM-2

Rowe International introduces the newest addition to its family of LaserStar jukeboxes, the MM-2, which was first unveiled at AMOA '95.

The new jukebox which is currently in production, is designed for smaller locations.



However, it still holds 100 CDs and displays eight album covers with titles strips.

New features in the MM-2 include the addition of theatrical running lights around the title display area to add further eye appeal and allure.

New Zealand News

Surfers.

Finally Brett and Ken would like to thank Mike for the FREE trip and an excellent holiday. Maybe next year we'll see other local operators bringing their valuable staff along to see the Show and soak up some Surfer's sun.

Wellington's first "Laser Force" indoor laser game arena will be opening on 1 December at the back of the TimeOut Leisure Centre in Courtenay Place. Laser games have been absent from the Wellington area for some years now and Mike de Ruyter of Spacetec Coin expects a lot of interest from a whole new generation of players. There's also been a fair bit of excitement coming from old hands who can't wait to get back into the maze to sharpen up old skills. Spacetec Coin have been appointed NZ wide agents for the Laser Force system, which is clearly the most sophisticated laser game available anywhere. Anyone interested in siting one in their town or upgrading an existing system please call Mike on 04 389-3919.

NELSON

Roy Pointon from Throb International was also seen briefly at the show while the roulette wheel in the casino was being oiled. They have a new fax number 03 548-1736, ph 03 548-1727

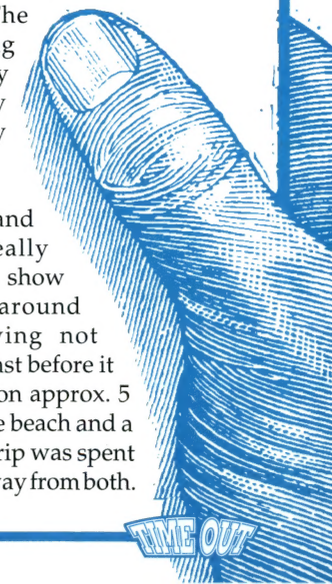
CHRISTCHURCH

Colin, John, Gay, Mike and Gary also attended the show. What a great way to extend a long weekend. George and Chris Samuel dropped in as George decided this year to time his Australian holiday with the show.

Condolences from all Coin Cascade staff to Colin and Margaret Vitel on the death of Colin's father after a short battle with cancer. Colin had no sooner arrived back from the show and was on another plane to Jersey to see his family.

Next months Pinball Service Course from Norbert Snicer is being eagerly awaited by a number of staff and operators. People will be travelling in from around the country to attend and to visit the Coin Cascade facility. Hopefully we will get some work done as well.

Linwood Mall has been rebuilt over the last five weeks and despite the developers assurance that total chaos would only last for a week the Time Out Centre is still trading without walls or a roof. Certainly the dust and paint makes it difficult for customers to find the games anyway. The projected finishing date of early December certainly seems a long way away.



DUNEDIN

Merv, Stuart and Simon really enjoyed this years show and a first look around Queensland. Having not visited the Gold Coast before it took Suart and Simon approx. 5 minutes to locate the beach and a bar. The rest of the trip was spent trying to get them away from both.

COMPUTER GAMES DON'T HARM CHILDREN: STUDY

Computer games are bringing families closer together, according to a study released yesterday reviewing the effects of the games on children.

Psychologist Professor Kevin Durkin of the University of Western Australia, reviewing international research in the report, finds even violent computer games will not make children aggressive.

The report, Computer Games: Their Effects on Young People, finds evidence that playing computer games at home can encourage joint family activities on a scale not seen since the advent of television.

Federal Attorney-General Michael Lavarch, releasing the report yesterday, said he was surprised by the findings.

"I think that most of us thought that games were having a great influence on children," he said.

"We were a bit concerned about aggressive games leading to changes in behaviour."

"What the research shows is that games certainly can't be said to be harmful."

"That is, there is no evidence at all that kids become addicted to games, that games playing within homes leads to kids becoming more aggressive or that violent games are having a particularly negative impact."

The study found television was more likely to cause violent behaviour in children than computer games.

Ian Graham and his son Galen, 11, of Nundah, play computer games together as social activity.

Mr Graham said violent games were not allowed at home. Galen was part of the computer generation, with the first two words he could spell being the computer commands "load" and "save".

Computer games were interactive and encouraged social interaction, unlike television.

Professor Durkin found little evidence to support many of the major concerns about computer games, with most children spending more time watching television or reading books.

"Computer games have not led to the development of a generation of isolated, antisocial, compulsive computer users with strong propensities for aggression," he said.

The report was commissioned by the Office of Film and Literature Classification.

SEGA RALLY - NEW TRACK HEARD IT FROM THE STREETS!

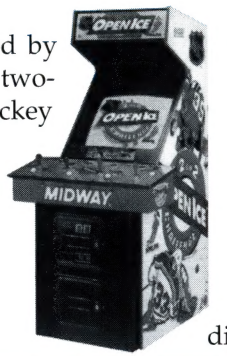
This tip works on all three versions of Sega Rally Championship - The Deluxe, Twin, or Upright. Speaking of three, here's the lowdown on how to get a secret fourth race course: Starting with the Desert track, you must pass at least 5 cars to finish 10th place or better. Proceed to the Forest Track and start in 10th position or better. You must finish 4th position or better. Go on to the Mountain Track. You must start in 4th position, or better and win. Once you win the Mountain course, you're rewarded with the hidden track. Now the show stopper: if you complete the hidden track within the allotted time (approximately 75 seconds), you get to see show highlights of all four of your races taken with an off-track camera! Way to go Adam - thanks for the cool hint and keep up the winning streak!

GAME PREVIEWS

OPEN ICE

MAKER: MIDWAY

MARKET: VIDEO GAMES



Open Ice has been released by Midway. The game is a two-on-two action game using ice hockey as its theme. All 26 teams from the National Hockey League can be chosen in the play action which has realistic sound effects and commentary from the well know hockey announcer Pat Foley.

There are real film clips and scoreboard graphics and a bigger puck for easier visibility.

The game also provides similar features to NBA Jam where the players can have larger heads making each character easier to recognise. Play action is very realistic with an excellent use of digisted graphics.

DINO BONK

Namco's newest addition to their redemption family. The game play is exciting and easy to understand. Just grab the club and wait for the sneaky Dinos to peak out of their cave and bonk them on the head.

Dino is very similar to "Wacky Gator" which is still one of the best redemption games available and is sure to be very popular.

CITY DRIVER

Following its preview at the JAMMA Show, Taito's City Driver (scheduled to be launched for Europe at the ATEI Show in January) is creating a great deal of interest. City Driver features the control discipline of airborne combat, but on an inner city playfield. Like Taito's current game, Dangerous Curves, the combination of two contrasting game themes in City Driver is more than just a little interesting.

Graphically City Driver is very good and the game controls make it a very interactive game with good response. The game is easy to learn but very hard to master and is one to watch .

GAME PREVIEWS

GUARDIANS

MAKER: BANPRESTO
MARKET: VIDEO GAMES

Guardians has been released by Banpresto of Japan. The PCB game is a space fantasy war contest in which the player selects from a number of characters with different powers and an assortment of weapons to fight through stages of conflict with enemies. The game is available as a PCB upgrade.

SPORT FISHING 2

MAKER: SEGA
MARKET: VIDEO GAMES

Sport Fishing 2 is an updated video game in which fishing is the theme. Big game fish are sought in this version and the player uses a rod and reel to try to haul in the big fish. This is accompanied by encouraging sound effects from the screen.

CRYPT KILLER

Konami presents Crypt Killer, an action gun game utilising high-resolution, texture mapped polygon technology. Using pump action shotguns, players choose one of six different worlds, blasting their way past sphinxes and seven-head hydras on a death hunting adventure.

Players gather the Eyes of Guidance as they make their way to the boss of each world. Weapon powerups and the Crypt Guide help players out in their quest. After defeating all six bosses the game reveals a dramatic ending.

GAME ROOM

With equipment costs ever on the rise, many operators may be looking for low cost alternatives to fill their game rooms. One option operators may want to consider is old video games, such as Centipede, Galaga, and Tetris.

Many of the older games that were once wildly popular are still steady money earners today. Although they may not draw the same dollar amounts as their current peers, games such as Centipede, Galaga, Ms Pac Man, Tetris, Gauntlet, and Hard Drivin' can earn a constant couple of hundred dollars a week depending on the location of the game centre.

The reason such games are still popular is that parents are familiar with these titles and feel safe playing them, whereas they are scared away by all the new buttons and secret moves of the latest fighting games. "These titles offer an easy way to get into games, parents are comfortable playing these games and it keeps them happy and busy while their kids are off playing the latest version of Mortal Kombat."

Another benefit of older games is that they seldom break down, and if they do, they are relatively easy to fix compared to today's game cabinets. Some facilities may already have an inventory of stock parts to repair the cabinets.

Operators can choose from a variety of options in placing older games within a facility. The options listed below, it should be noted, apply to locations with a multitude of games. Older titles will probably not work as well, if at all, in areas such as a bar or street location with only a handful of games.

The first option is to create a separate area specifically for the classic games. Some locations, have a specially marked area where all of the older games are placed, thus giving parents their own small area of the game centre. A second option would be to place games based on theme or genre. For example, operators may want to place Galag newer space games, Ms Pac Man with other maze games, and Hard Drivin' with newer race games.

The third option helps solve another problem with the placement of current games. Many operators place all of their multi-player games together, either along one wall or in dynamic clusters, but this can make it difficult for players to get in a comfortable position at the game controls. Breaking up the multi-player games by placing a few older games among them should offer the greatest amount of room for all players concerned. Interestingly, most if not all, of the titles mentioned are single player games while most new games are not.

If a facility does not already own old games - perhaps stored in mothballs in a warehouse somewhere - its best bet for finding these titles is to look for other arcades that are closing or dumping inventory. Check older locations which may be willing to part with equipment for some much needed cash. When looking for equipment keep in mind the market value of such titles. While prices range between $200 and $500 for some titles, it is not unheard of for operators to be offered $1000 for a hot old title.

These games, however, should reap a steady income for a facility over many years since there is no curve or decline left on the product - it is already at its lowest level. Thus, if an older title brings in $100 a week for the first week, it probably will continue to do so indefinitely. This means an operator can pay the equipment cost off within a few weeks to a few months and count the rest as pure profit.

"These filler games are proven winners, there is absolutely nothing wrong with using a classic in your operation." If operators have been looking for additional equipment but do not want to pay the exorbitant prices for new games, or if they are simply looking for a new source of revenue, they may want to call their distributor or check older game centres and begin a search for the hot titles of yesteryear.

They say that every trend is cyclical and this maxim holds true with video games as well. The simpler, but no less fun and exciting games that players grew up with are still popular today - even if those players are old enough to have children of their own.

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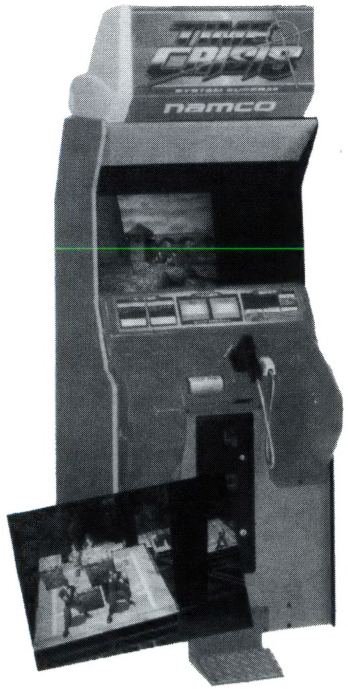
GAME PREVIEWS

TIME CRISIS

A new gun game from Namco with some interesting features. The story line is to rescue the daughter of the President kidnapped by terrorists. This vivid film-like production is produced on the system Super 22 which produces incredibly realistic graphics.

The player is presented with continuous challenges by a continuing onslaught of the enemy. A really neat feature is a foot pedal which allows the player to duck down or hide behind a corner when being approached by the enemy. This allows players to adopt a more tactical shoot-out. This game is till in early development stages and will not be available until the new year.



ORBATAK

American Laser Games is bringing back the trackball with its newest offering, Orbatak, a unique fighting video.

Players select one of six characters which morph into different coloured balls, and face off in an arena trying to smash opponents or force them off the edge. Spheres can be renewed at an energiser spot which materialises when an orb is smashed.

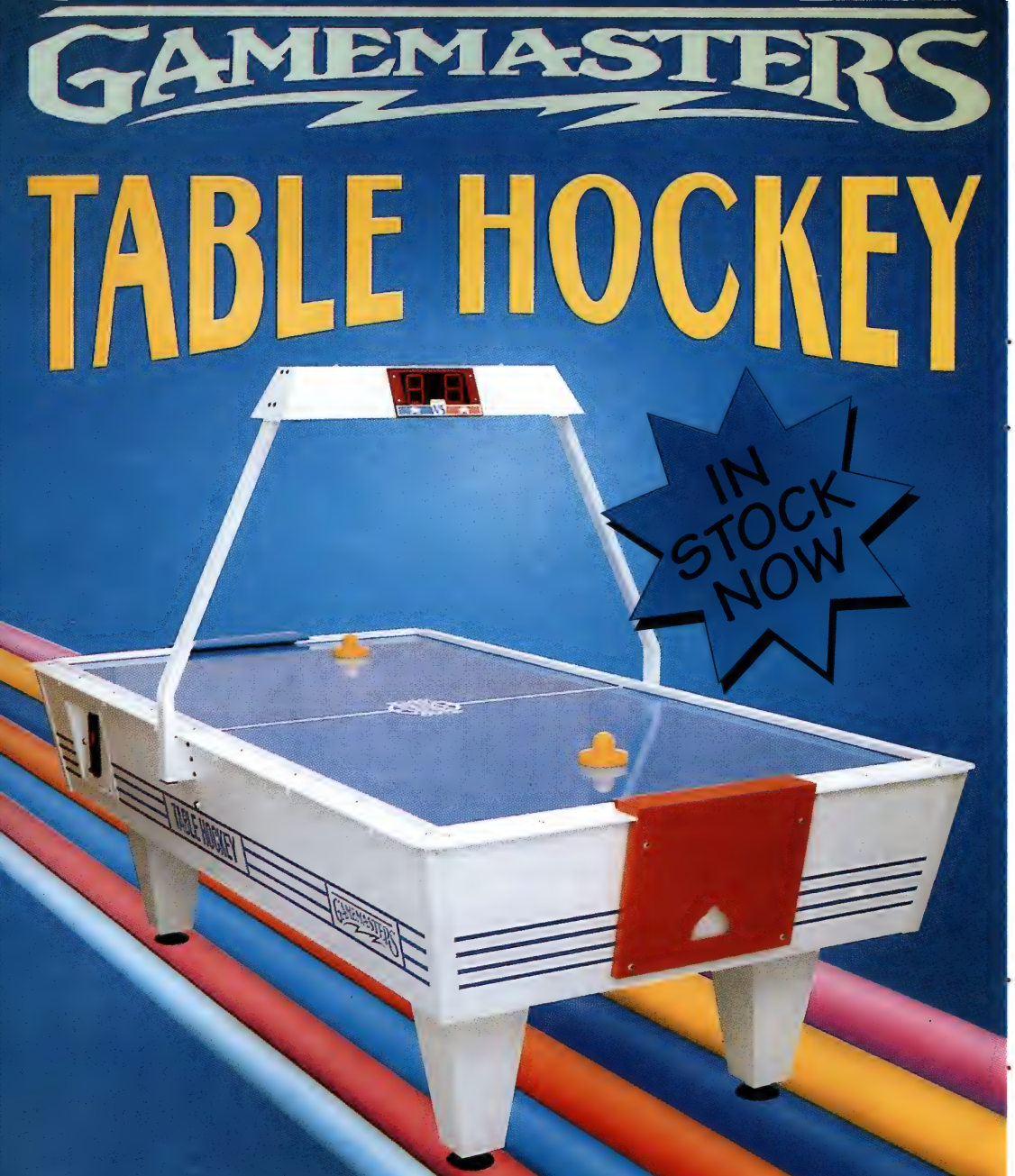
Four different arenas vary the challenge, and game characters reflect their colours as orbs. Winning characters get to show off with special victory animations.

Orbatak is a one or two player game. Two players can select the difficulty level for the overall game and can also opt for an enclosed arena where the goal is strictly to squish opponents.

The game is based on 32-bit/600 megabyte CD ROM technology and is available in a dedicated 25" screen cabinet, as a hardware/software OEM kit, or as a conversion for ALG's CD-ROM System.

GAMEMASTERS

TABLE HOCKEY



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FOR IMMEDIATE RELEASE ... MIDWAY MANUFACTURING COMPANY DELIVERS A RACING SPECTACULAR WITH NEWEST BALLY PINBALL ATTRACTION

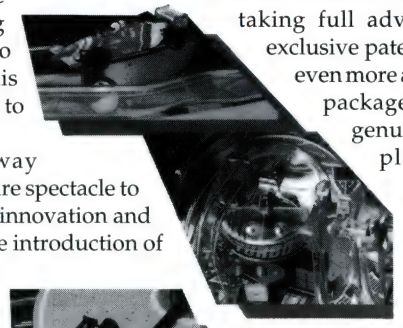
INDIANAPOLIS MOTOR SPEEDWAY

INDIANAPOLIS 500 PUTS PLAYERS ON THE FAST TRACK FOR NON-STOP EXCITEMENT!

In 1911, driving a Marmon "Wasp" and averaging little more than 74 miles per hour, Ray Harroun made automotive racing history by taking the first checkered flag at the Indianapolis 500. Over eighty years later, and with speeds now more than triple what Ray Harroun was able to achieve, the Indianapolis 500 has taken its place in history as not only the world's oldest continuously run automobile race, but also the penultimate, The Greatest Spectacle in Racing.

And the Indianapolis Motor Speedway is a race venue like no other in the world. Richly steeped in tradition and pageantry, the internationally heralded oval has become much more than a race track where, during the month of May, men and women pit their courage against speed. Truly, it is a place where heroes are born and dreams become a reality. If anything the Indianapolis 500 has transcended itself far beyond its single month staging with a Hall of Fame Museum open to the public 364 days a year paying tribute and homage to everything the Indianapolis Motor Speedway represents to its legions of fans.

Now, Midway Manufacturing takes the entire spectacle to a new level of technological innovation and non-stop excitement with the introduction of a Bally pinball inspired by the world's best known auto race. INDIANAPOLIS 500 gets on track with the appearance of an impressive array of pinball industry firsts led by a unique Turbo Lock Unit, all new Pop-up Bumpers and revolutionary Light-up Targets for high velocity action.



For pinball players of all skill levels, INDIANAPOLIS 500 puts them in the driver's seat right in the middle of the world renown 4km rectangular track in a quest for racing immortality and the famed Borg-Warner silver trophy. Enhanced by the integration of two special edition collectable model race cars, the entire playfield comes alive from the opening plunger shot and the need to make all the right moves in advancing through the field, passing the other drivers and accumulating all 200 laps.

Intricately woven into the game action is the opportunity for some fast paced two, three and four ball Multi-Ball excitement with Jackpot and Super Jackpot scoring, a spectacular video game mode played out in Dotmation animation on the Dot Matrix Display that puts players behind the wheel of their own Indy car, as well as the strategy of gaining each of twelve different Speedway Awards. Included in this selection are such varied modes as Duelling Drivers where players can move through the pack and overtake some of the best Indy drivers around; Go For The Pole, a visit to Gasoline Alley, Turbo Boost Multi-Ball for increased points and Quick Pit where those able to make the quickest Pit Stop can enter their initials in a separate records table.

In addition, INDIANAPOLIS 500 revs pinball play into high gear with a fantastic shaker motor for more intense player interactivity and, taking full advantage of Midway's own exclusive patented DCS Sound System for even more authenticity is a sound effects package second to none. There's genuine track-side sounds and play-by-play commentary provided by ABC announcers Paul Page and Bobby Unser, along with the vocal talents of the official voice of the Indianapolis 500 - Tom Carnegie.

INDIANAPOLIS 500 has it all and then some for pinball excitement that laps the competition. For more information contact your local authorised Midway Manufacturing Company distributor and discover what's in today's Winner's Circle.

AMOA

OF QUEENSLAND CONVENTION 1995
CONRAD JUPITERS HOTEL - SURFER'S PARADISE
WEDNESAY 25 - FRIDAY 27 OCTOBER

Gary, Kevin and Bevan (author) at the Show

The Amusement Machine Operator's Association of Queensland Inc were proud to host this years International Coin-Op Equipment Convention 1995 at the prestigious Conrad Jupiters Hotel set on the beautiful Queensland coast at Surfer's Paradise. The show encompassed three gruelling days of industry discussions, trade displays and official functions.

Attendance from New Zealand was high and included; Ken and Norma Cummings of Cummings Amusements, Kawa Kawa; Rob Wells of True Blue Pool Tables, Auckland; Kevin and Bevan of TimeOut Leisure, Auckland; Paul Vasey and Liam Davidson of Music Makers NZ Ltd; Gary and Craig of Quantum Pool in Hamilton; Robert Briggs of Magenta Coin, Rotorua; Manley and Ngaire Marsh of Bay Music; Mike, Irene, Renee, Cloe, Brett and Ken of Spacetec Coin, Wellington; Roy Pointon of Throb Amusements in Nelson; Gary, Gay, Michael, John and Colin of Coin Cascade, Christchurch; George Samuel of Acme Amusements, Christchurch; Merv, Stuart and Simon of Video Tech, Dunedin.

The Convention Programme commenced on Wednesday morning with Registrations and was followed with Seminars on subjects including Music Vending - Records to CD's, Superannuation and Wealth Creation, Sales and Site Finding Techniques and a Forum on Parallel Imports.

Roy Pointon

The forum by NAMOA Ltd on Parallel Imports was the most popular discussion with many local Australian Operators and Distributors in attendance.

The opening day ended with dinner and entertainment at Sea World. Several attractions including the Corkscrew Roller Coaster, Log Flume Ride and Bermuda Triangle were available to the adventurous. Noted for his conspicuous absence from

AUCKLAND SCENE

Yet another bar in Ponsonby opened its doors recently here in the winterless north. They call it the Chill Bar and with Speights on tap, local DJ's playing the phat Dub beats and two pool tables, originally covered with black felt, makes for a great bar to "Chill" after a hard day at the office, or the centre anyway. Make sure you check it out when in Auckland, they are open till 3am seven days.

Silly season is upon us once again with organised, fun events on the definite increase. The question is not what are you going to do this weekend, its more of what event will I have to miss. When it rains it pours as the saying goes. Speaking of rain there's still plenty of that around, but don't get me started on that one.

Auckland's casino continues to grow 13 feet every week, which seems like an unlucky sort of number to me (memo to self, put $100 on 13 on the roulette table the first time in!). One of the newest billboards reads "a full sized tennis court on the ceiling of the bar", sounds interesting. The dealer training program is well underway and by all accounts is intensive, but fun as budding croupiers improve on their card shuffling and dealing skills. February is the rumoured opening date, stay tuned.

The New Zealand TimeOut Rally Simulator Championships will be officially launched on the 1st of January nationwide. Winners from Auckland, Wellington, Christchurch and Dunedin will battle it out mid February at Stages TimeOut on the four Sega Rally 50" deluxe simulators to become the New Zealand Champion. An info line will be live to air 4.00pm to 6.00pm, Monday to Friday offering information relating to the competitions. This number is 0900 5-66-55. The aim of this competition is to increase an overall awareness of our driving simulators which in turn will achieve more bums on seats at our centres over the festive season. We are negotiating sponsorship deals with several motorsport teams. The proposed line up of drivers include, Scott Dixon, New Zealand's youngest racing professional, Reagan Morgan a top formula ford contender and Craig Marshall one of New Zealand's finest rally drivers. These guys will promote the competitions both in store at participating venues, and at the race track. I plan to infiltrate the motor racing fraternity this touring season leaving no stone unturned. Watch out New Zealand, wherever you are.

The Christmas Challenge at Stages and Milford TimeOut commences this month on the 18th. Once again we will be in search of Aucklands best on the latest games from Cyber Cycles to Street Fighter Alpha and no doubt, as in the past, competition will be fierce. Watch this space for an update. The hot new game Alpine Racer is about to arrive just in time for Christmas, can't wait, it looks awesome.

Happy trails to you and remember visiting a TimeOut is better than a trip to Woolies!
DAVID, STAGES TIMEOUT

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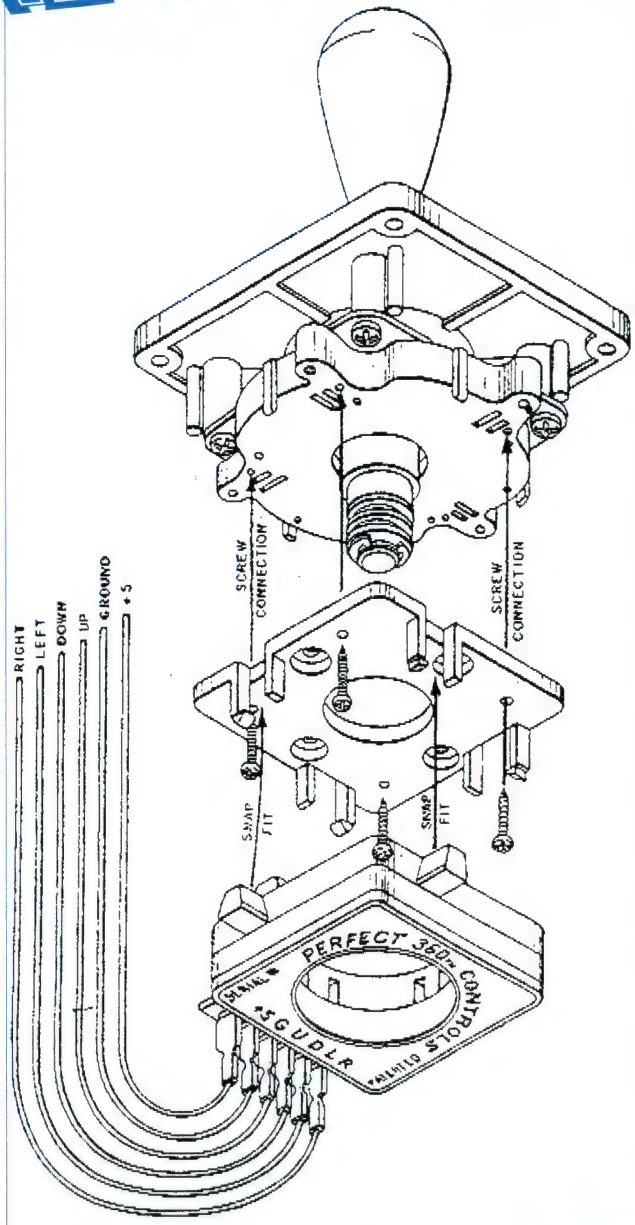
THE 360 STRIKES AGAIN

The folks at Perfect 360 Joystick Controls (Salt Lake City, Utah) are solid engineers who turned their talents to coin-op a few years ago. The result was the "Perfect 360" solid state joystick, which won rave reviews from the trade.

Well, now they're back with a new, even better version they call Second Generation. This model debuted at ACME and, according to Perfect 360 president Randy Mitchell, the firm's booth was swamped with eager customers. "The new version is a tremendous success," he smiled.

The new infrared joystick module has several improvements over the firm's first generation. Switching circuitry is faster, totally impervious to dust, dirt and lint, said the firm. It's also more tolerant of ambient light. The centre hole, where the joystick articulates, is much larger. This allows for wear and tear of the joystick without physically touching the module.

Available now as an upgrade to your existing control.



AMOA

Norma & Clyde Cummings

the Corkscrew Roller Coaster was TimeOut Leisure's Kevin Grundy who felt that 2 circuits of the twisting and turning track was 2 too many. However, observers noted that Kevin was quick to recover spending more time than most on the more challenging Log Flume Ride instead.

Thursday and Friday were Trade Display Days with many familiar pieces on show, in particular; Sega Daytona, Sega Rally Championship, Sega Indy 500, Jaleco's World Rally 2, Namco Cyber Cycles, Virtua Fighter 2, Neo Geo Sonic Wings 3, Capcom Street Fighter Alpha, Taito Puzzle Bobble 2, Premier's Big Hurt Pinball and Williams Jackbot Pinball.

The new and more interesting pieces featured included; Namco's Rave Racer (available as an upgrade for Ridge Racer 1 & 2) in a twin format; Sega's Virtua Cop 2 (the sequel to the very successful Virtua Cop) was shown in a 50" format that proved very popular; Konami's Midnight Run (Road Fighters 2) was displayed in a 50" format and was an enjoyable piece to drive; Namco's Air Combat 22 was as hard to play as it looked, but I'm told that it is easier to play than some of the earlier games.

The most popular simulator at the show was Namco's new Alpine Racer, a 50" single player skiing simulator which allows the player to choose from 2 race modes and 3 race classics in a 3D graphic landscape. The experience is enhanced by the use of a unique mobile foot control system that closely duplicates the real experience of being on skis. Whilst the piece itself was stunning and attracted a lot of attention, so too were the LAI girls giving away free T-Shirts to all who finished a race!!

Time Warner's Area 51 was another piece that attracted a lot of favourable attention not least because of its amazing theming that

Mike (Spacetec), Eddy (LAI), Merv (Video Tech)

AMOA

Coin Cascade staff at the Namco mountain, John, Colin and Mike

featured a life sized ALIEN complete with green complexion and bulging eyes. A great combination of 3D graphics and exciting action makes this game one to look out for. A brilliant replacement for those Lethal Enforcers that should be forcibly moved on.

American Sammy's 2 player dedicated shooter called Zombie Raid features a horror movie format and pump action shotguns to shoot both ground and tree dwelling varieties of Zombies. An easy yet neat game to play.

American Laser Games latest offering was Orbatak where the players use a Track Ball to control game characters who turn into spheres or orbs, with each player trying to push the others orb off the edge of the arena or to smash the orb into pieces. Pity about the Video Game, but it should be a great game in its new 3D VR Virtual Odyssey format.

PCB offerings were mixed with Data East's basketball game Hoops, Jaleco's aerial shooter Desert War, Seibu's vertical scrolling aerial shooter Viper Phase 1, Strikers 1945 an aerial shooter like Vipers Phase 1 only easier to play.

The best selection of games on display came under the redemption banner with games like Mouse Attack where players squash mice in a very nice way, as they run across underneath a mallet in an attempt to steal pieces of cheese. The cheese that remains enables the player to enter a random selection stage where they choose from No Credits to Five Credit Payouts. A great theme for redemption!

The other redemption games included Derby Dash where balls are directed through various routes corresponding to horse lengths enabling lively competition in a race for up to 4 players; Hoop it Up is a basketball game

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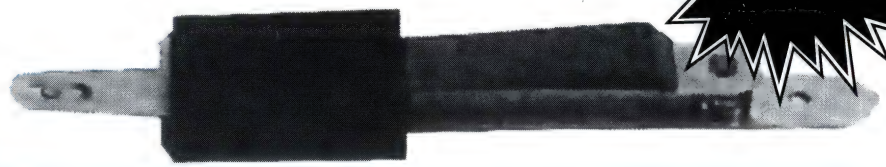

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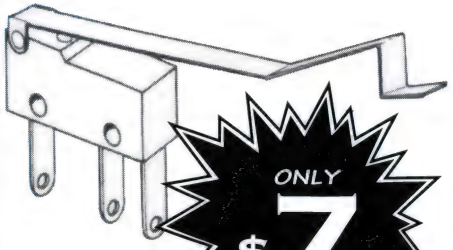

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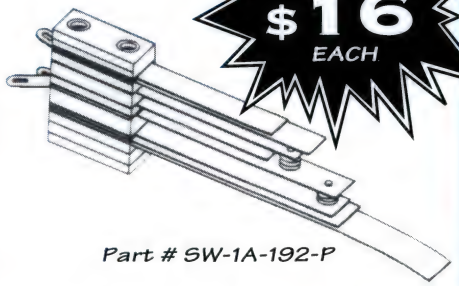

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AMOA

Irene (Spacetec) and the seven dwarfs

from it!!

Disappointing was the absence of Ultimate Mortal Kombat, Johnny Mnemonic - Williams' new Pinball and all the other good games seen at the Japanese and American Shows.

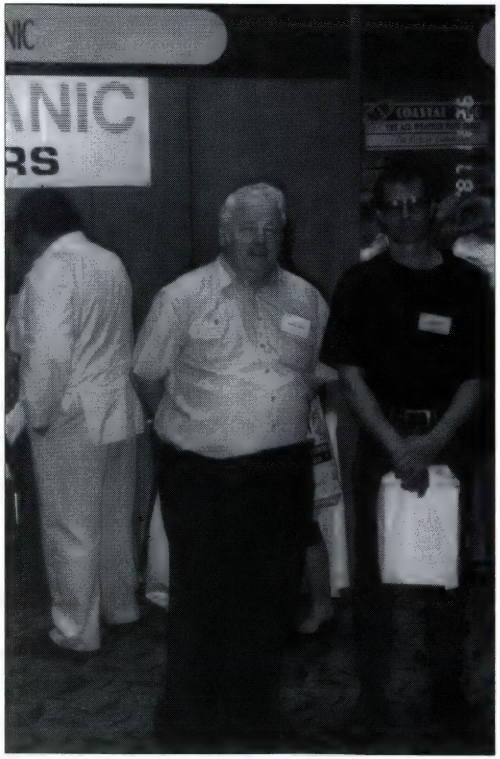
Enjoyable was the surprising number of locals who made their way across the ditch and the good times spent discussing advancements in the respective fields of Pool Tables, Jukeboxes, Video Games and Sales/ Marketing Strategies.

where the players thump a real basketball to send miniature basketballs up and through different scoring hoops; Robo Bop which is a strength register where no matter how hard you try to hit the cushion with the soft mallet, you can never quite get to the top Tough Man status; Cyclone where up to 3 players try to stop the rotating lights at their respective positions to maximise the credits payable. A tough game if you have no reflexes nor sense of timing.

Thursday evening was Show Awards Time namely The Inaugural Game of the Year Awards sponsored by Leisure Line ... and the winners were ...

- Best performing Video Conversion Game - Namco Point Blank
- Best performing Dedicated Video Game - Sega Rally Championship
- Best performing Pinball - Bally Theatre of Magic
- Best performing Prize Redemption Game - ICE Cyclone

Point Blank was a surprise winner to most Kiwi's present as it seems we in NZ never really took the game seriously. This is quite unfortunate as many operators in Australia seem to have made a lot of money



George (Acme Amusements) and John

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ULTIMATE

NEW PCBS AVAILABLE

MORTAL KOMBAT®

THE GERMAN EXPERIENCE

some New Zealanders to visit their country and view their products. I was pleasantly surprised at the number of Germans who spoke excellent English so communication was not a problem.

The companies that I visited have a combined turnover of $1600 million dollars and I was impressed by their total operations. The quality control in the manufacturing side is very impressive and sophisticated. Nearly everything is operated by computer so I can understand why we have difficulty in repairing some of our products.

If some New Zealanders are thinking of going to the Frankfurt show be prepared to enjoy the wine from the Rhine Valley, the old castles, the quaint villages and restaurants, history as we in New Zealand fail to grasp. I was looking at a house which was 700 years old that looked like new and next door was the

oldest church in Germany still being used by the locals.

A trip on the Rhine by boat is an excellent way to see all the castles and vineyards and a return trip by train proves economical.

Darrell Skiffington.

IMA '96

One of the world's biggest trade shows for the coin-operated machines industry, IMA - International Trade Fair for Amusement and Vending Machines - is expanding again. According to sponsor VDAI and organisers Blenheim two exhibition halls will be provided for the first time at the 1996 event. From 24th to 27th January next year the world of coin-op machines will be on display in Halls 1 and 2 of Frankfurt Fairgrounds. "This expansion reflects market development and the growing international importance IMA has taken in the past few years", comments IMA Project Manager Petra Lassahn on the necessary growth in the exhibition area, which she puts at 15%. According to her, IMA '96 will now have a display area of almost 26,000 sqm at its disposal.

The move into two halls made it possible to rearrange the structure of IMA trade show. In one hall IMA '96 will present almost the usual image. Coin machines, TV games, flipper games, juke boxes, vending machines as well as the much enlarged accessories sector will be shown. Games equipment such as billiards, electronic darts, snooker, table football and electronic shooting stands will be found in a separate, specially developed games centre. "That way we can take account of the development of automatic sports machines into a strong, independent element within the entertainment branch of coin-operated machines," explains Petra Lassahn.

Something else which will be new is the Innovations Centre. "This is where companies will show innovative products which will determine the somewhat more distant future of today's coin-operated games. We regard looking beyond the horizon of everyday business as one of the IMA's fundamental tasks. With our Innovations Centre we shall consolidate and increase the status of the IMA as a worldwide leading trade fair of coin-operated machines" of this Project Manager Petra Lassahn is certain.

To settle rumours circulating every year about a shift in the timing of the IMA Blenheim Division Director Stephan Kurzawski emphasised that there will be no change in the IMA dates. "Even the schedules for the next few years are and fixed and all of them refer to the last week of January," assures Kurzawksi.

THE GERMAN EXPERIENCE

An invitation to visit Frankfurt, Germany to view Amusement and Vending Machines was gladly accepted. Not having been to Germany before I looked forward to meeting the people working in the entertainment industry there.

My visit to Germany involved four companies: Blenheim, NSM Aktiengesellschaft, Dia Spielemacher and International Amusement and Vending Machines who invited journalists from throughout the world to provide information to the media about their activities in a global business world. The company Blenheim and other companies organised a very busy schedule for four days for 24 international journalists who are involved in writing articles for magazines involved in the amusement industry.

I was fortunate to be one of the group and found that the journalists were a busy group of people who travel to all the international shows. Most times they visit the stand and interview the people present. This means interviewing many people and many stands.

The new approach is for journalists to be invited to the company and view the products along with a press conference where management express their views and then the press ask questions.

The trip to Germany was a highly organised affair with strict timetables. We crammed a lot into a short space of time. We had our spare time but that was interacting with the management whether looking at the local sights or discussions over a meal.

The Germans have one of the biggest trade fairs in the world and they are hoping for

ACCOUNTANTS CORNER

Get ready to pay for your own retirement ...

The changes to national superannuation in recent years and the discussion on private provision for retirement will have brought home to everybody that there has been a major shift in responsibility. This means that people are now going to have to start preparing themselves to bear part of the cost of old age.

Being prepared means having a plan. In such an environment where self reliance becomes so important, you need a systematic way of accumulating assets to achieve financial independence.

Because we all work hard maintaining our standards of living today, it's easy to put off thinking about tomorrow. Retirement Planning is all about thinking about tomorrow. It's surprising the amount of time New Zealanders spend earning their money and how little time is spent planning how to invest or spend it. It may seem a complex puzzle but the golden rule of investing for retirement is simple; "it doesn't matter how much you put aside as long as you do."

Understanding the relationship between time and money is critical in understanding how wealth is created. As an example, consider the case of Susan aged 35 who decides to invest $50 a week toward her retirement in a regular investment plan earning 7% per annum (after tax and fees). Two years later, her friend John aged 37 decides to contribute the same amount to the same regular investment plan. Both then save until they are 65.

Remember the only difference is Susan saved an extra $50 per week for 2 years (a total of $5,200). At age 65 Susan would have accumulated a lump sum of $286,120. John, our late saver would have $244,003 - a difference of $42,117. The cost of a delay of 2 years would be worth over 15 years of savings. If John were to delay starting his retirement plan until age 40, he would have a lump sum of only $190,900 at age 65 - a difference compared to Susan of $95,000.

HOW MUCH RETIREMENT SAVINGS IS ENOUGH?

Factors which can go into the equation in calculating the amount you should aim for include; your preferred retirement age; how many years to go until you retire; what is the size of your existing investments; what would be your income goal in retirement; do you wish to leave an inheritance for your family; what is the level of investment risk you are comfortable with; and what is your state of health and therefore your life expectancy.

Ensuring you have sufficient wealth so as to be able to afford the lifestyle of your choice in retirement can seem rather large and intimidating. What the earlier example of Susan and John demonstrated is that like all important projects, take one step at a time, and the sooner you save, the less you have to save. When it comes to retirement savings the most valuable dollar you save is the first dollar you save - it's the one that has the longest time to work for you.

INTERNATIO

USA

WILLIAMS: STRONG 4TH QUARTER

As predicted, Mortal Kombat 3 did plenty to pump up the earnings at Williams/Bally-Midway and its parent firm, WMS Inc. Fourth quarter revenues jumped from $87.2 million (same period last year) to $96.9 million. Net income jumped 66%, to $6.1 million, for the same period. Higher vidgame sales were cited as the reason for both increases. Fiscal 1994-95 revenues were up by $33 million over last year, to $385 million. However, net income dropped from $28 million to $19 million for the year, due to a net loss in their hotel & casino business, lower pinball sales, and major capital investments (they plowed big bucks into slot machines, home video, and coin-op video networking R&D). Income from licensing of home video products helped make up the losses ("Mortal Kombat" the movie, etc). At any rate, if you take the fortunes of this leading manufacturer as a bellweather for the industry overall, it's a very encouraging sign. We may indeed be starting to recover well from a tough shakeout market.

A major new agreement has been reached by the two American national trade associations for the amusement machine industry, AMOA and AAMA on parallel imports.

The arrangement seems to guarantee that American operators will have the option of buying video games in kit format whenever they are sold that way in other world markets.

Video game manufacturers have given AMOA assurances that they intend to "continue marketing video games to consumers worldwide with consistent formats and configurations."

The accord represents a major diplomatic triumph for both associations because, if all goes as planned, it should rule out any possible return to the so-called "parallel wars" of the late 1980s. Parallel operation was made legal by act of Congress in 1991 but this legality expired on October 1 this year under a sunset clause in the law.

According to AMOA and AAMA, the new agreement was spurred by discussions with key members of Congress. This prompted the two associations to meet and resolve a number of differences with respect to grey market products. AAMA president Rick Kirby stated: "We are happy to resolve this potentially contentious issue. We look forward to working with AMOA in advancing the interests of the coin operated amusement machine industry."

After depleting its inventory of current products like Bust-A-Move and Dangerous Curves, Taito America will no longer represent itself directly for sales operations in the US. Future sales and marketing will be overseen from Japan and will be handled day-to-day by a US licensee and/or representative. This American licensee has not been chosen yet, said Taito America executive vice president Paul Hirose, but the person or group will also arrange and supervise local manufacturing of Taito goods on a sub-contract basis. Taito will continue to handle customer service from its Chicago area offices.

IMAX FIXES SITE FOR WORLDWIDE EXPANSION

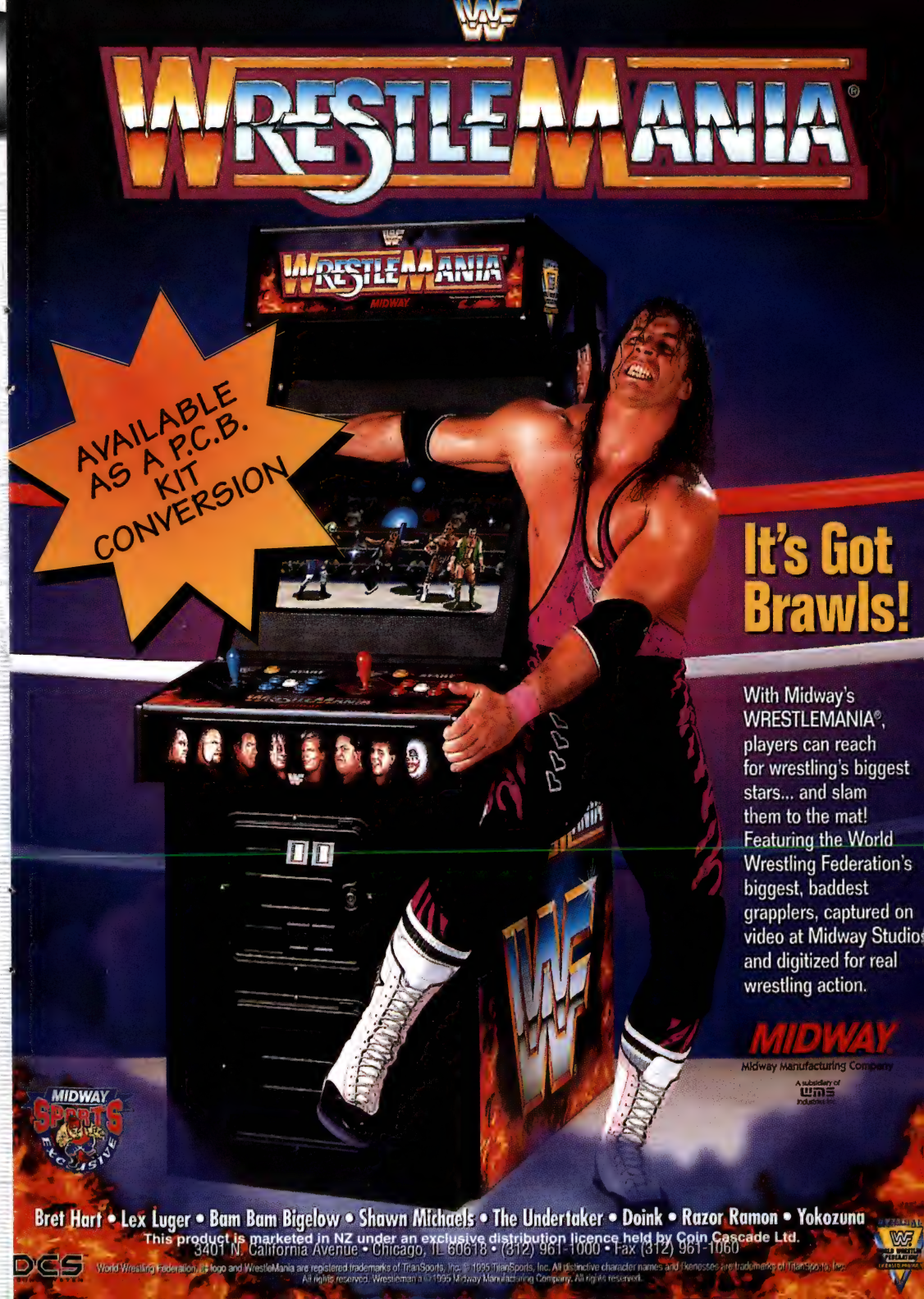
Imax Corporation has announced two major new business ventures: a joint project with Caesars World to bring the first permanent, large scale 3D motion simulator to Las Vegas, and a contract with Bofiscope GmbH to open ten IMAX theatres in Germany.

The Las Vegas theatre will be sited at the USA's most visited shopping mall, The Forum Shops, locaed in Caesars Palace, and will be housed in an IMAX "dome" with a hemispherical screen, 82 ft in diametre. IMAX estimates the system will be capable of entertaining over 1,000 viewers per hour.

Caesars will jointly create, finance and operate the new simulator, with IMAX due to produce a specially developed multi-sensory 3D film for the venue. It will open in mid 1997.

The contract with Bofiscope GmbH, a developer and operator of cinemas and multiplexes, is for ten new IMAX theatres, with

COURTESY: INTERGAME, EUROSLOT, REPLAY, PLAYMETER, JAM, AB EUROPE, LEISURE LINE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BLADES OF BLOOD/SAMURAI SHODOWN III

Blood is thicker than water, and without evil there cannot be good. Twelve warriors collide, five of which are making their debut, all with thrilling new moves and blood chilling attacks. In each of us, there is a good and evil side. This is also true of the characters in **BLADES OF BLOOD/SAMURAI SHODOWN III**. You choose which alignment you character takes (good vs evil). Each character has two sets of special moves which is dependent upon which alignment you choose. If you want your character to have the most vicious and graphically violent moves possible, you will want to choose the character's evil mode. In contrast, although not quite as vicious but still promising to be very violent, the character's good mode will give you special moves with more of a tactical edge. In essence, with two sets of moves per character, you have double the amount of characters to choose from. **BLADES OF BLOOD/ SAMURAI SHODOWN III**: not only promises more options, strategies, and special moves, but it also promises to be the most brutal Neo Geo game ever.

WORLD TOUR GOLF

Fore! It is so real, you may even hear yourself yell while playing this ultra-realistic simulation. There are six different golfers to choose from, each with individual strengths, and four different courses to play on. This game comes nothing short of realistic. A full club selection is at your diposal, but make sure you take caution to wind as you drive, chip and putt you way to victory.

PUZZLE DE PON

In the tradition of Taito's Puzzle Bobble, **PUZZLE DE PON** delivers exciting puzzle action to the Neo Geo. The object of this outstanding puzzle game is to shoot bubbles up to other bubbles of the same colour. Shooting 3 bubbles of the same colour together causes them to burst. Sound familiar? But there is more, the minds at Visco have added a clock that limits the time and they've placed an icon in the centre of the screen. Your goal is to release the icon in the centre of the screen by clearing away the bubbles that surround it. Other features include, a "bomb" bubble that blows up sections of bubbles at a time. There is also a wild card "star" bubble. This wild card bubble turns into the colour of whatever bubble it touches and then knocks the same colour bubbles off the screen regardless of the bubble's position. These added features completely change the strategy of the game while still retaining the FUNdamentals.

GOAL, GOAL, GOAL

The name says it all. Whatever goal you are trying to reach, you will reach it with this exceptional title. All the great soccer playing territories are covered in this game's team roster. You also have the ability to choose team strategies and formation. In the area of control, **GOAL, GOAL, GOAL**, has no competition. You have outstanding player to ball dynamics and the shot power meter allows you to control the power of your shot. The overall realism experienced in this game is beyond words alone, you have to play it. Capitalising on the success of the world's favourite and much heralded past time, you will score big with this soccer simulation, but make sure you stop for a second to hear the crowds scream Goal, Goal, Goal!

CURRENT NEO GEO HITS

AERO FIGHTERS 3

Capitalises on the Aero Fighters success and it now adds a lot more power-ups and bombs. You also have a greater variety of planes to choose from. Each plane has different types of missiles, bombs, and guns.

KING OF FIGHTERS 95

You have the ability to choose any characters and assemble to one team. Also, a secret password allows players to use the boss characters.

KABUKI KLASH

A weapons fighting game based on the popular Anime Series. Each character has three power levels of magic moves that give the game diversity in it's gameplay.

NAL NEWS

the first due to open in Leipzig in 1997.

AUSTRALIA

Leisure and Allied Industries, as the Australian distributor for US manufacturer, Williams has won the Williams/Midway Distributor of the Year Award for the third successive year. The Award is based on the highest sales per million population of each distributor's territory.

In accepting the award, Mr Malcolm Steinberg, Managing Director of the Leisure and Allied Group said that his company was delighted to received the Award.

REALITY: SEGA SOON SET TO SUPPLANT SPORT

The $70 million Sega virtual reality complex at Darling Harbour may shortly become less virtual and more real, with State Government approval expected within 10 days.

The Herald has learnt that Sega and Darling Harbour Authority staff are close to finding an alternative site for the Darling Harbour sports park - the CBD's only basketball and tennis courts and Legends Gym - a temporary $5 million development built in November 1991.

When Sega World is built, probably by the end of next year, it will be the biggest Sega theme park in the world, and one of six space-age complexes to be built by the company's Australia arm, Sega Ozisoft.

Many of the games will involve strapping on virtual-reality goggles: in one of them players will take a trip in space while riding a 32 person moving platform.

In another, players will appear to be swimming 20,000 leagues under the sea, and able to touch rocks and fish as they float by. In a game called Magic Motion, users become blood cells pumping through a body, zooming around arteries and organs.

An indoor roller coaster and haunted house will provide more traditional thrills.

The theme park is wedged in an area the size of two football fields, between the western edge of the city, Chinatown and Darling Harbour's Tumbalong Park.

Public outcry at the loss of the sports park had been the main stumbling block for approval of the development. New courts and another gym will probably be built near the present location, on the western side of the city.

"We've got very good corporate clients around here we don't want to lose, and there are no real plans about moving into the city where there are plenty of other gyms," a Legends Gym spokesperson said.

Staff at the centre were told early this year that the centre would be closing shortly, and since then the gym staff have only been selling monthly memberships.

The sports complex has proved popular - there are about 500 gym members, several thousand corporate netball and basketball team members using the courts during the week, and casual users paying $3 a day to play basketball at the courts.

LONDON

Children will be the victims of subliminal advertising when a computer game goes on sale in Britain next month.

Time Warner has been branded irresponsible and unethical for producing the game which contains 100 subliminal audio messages to make children feel good.

The game, called Endorfun, sends messages into the brain without players knowing. This technique is banned on television and radio but computer games do not come under the same legislation.

Time Warner Interactive, a subsidiary of the media giant, had boasted that this game lured players into a trance-like state, the Sunday Times newspaper said yesterday.

The messages which cannot be consciously detected, include: "I expect pleasure and satisfaction" and "It's okay for me to have everything I want."

Time Warner, which will sell the game for about $50 for use on personal computers and about $70 on game consoles, admits it is highly addictive, saying it "may have drug-like qualities, but at least it's legal."

COURTESY: INTERGAME, EUROSLOT, REPLAY, PLAYMETER, JAM, AB EUROPE, LEISURE LINE

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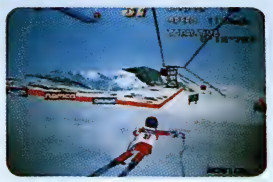

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credit board and the connection between the credit board and the game board. Check if the dip switches on the credit board are set for the correct operating mode eg Video Game Mode. Similarly S6 coin mech can be set for "direct" or "indirect" credit conversion. Make sure that direct credit conversion is set for standard video games (enter Mode 4 on your Micromate programmer, zero on the display = direct, 1 = indirect).

b) Check if the credit board, the game board and the coin mech are adjusted correctly for the required price per game.

c) Pinball type NRI mechs (top entry) are usually programmed to output longer coin pulses which is well suited to pinball machines. However, if this coin mech is used in video games in conjunction with the Sunrise credit board, the longer coin pulse can trigger an alarm and the credit board will not issue credits. Get the coin mech reprogrammed for video games (100ms coin output pulse). This can also happen if S5 coin mech is programmed for coin pulse longer than 150ms.

d) In the case of NRI G13.0004 (top entry, pinball type) make sure the reject coil does not interfere with the harness of the machine when the coin door is closed. It is important that the moving parts of the reject coil can move freely. Sometimes spilt drinks and dirt can badly effect the operation of the reject coin.

e) In rare cases the S6 coin mech may require an interface board which will rectify the problem of intermittently missing coins.

f) If the S6 coin mech is driving a coin meter, make sure that a diode is connected across the meter. The diode suppresses an electromagnetic interference (back EMF) which can effect the coin mech and cause intermittent incorrect crediting.

g) The coin mech may be defective but this is rare. If you have any doubts, test it in another machine.

5. THE COIN MECH REJECTS COINS BUT CREDITS ARE ISSUED

Not many players will complain about this. This problem happens very rarely and has been experienced with some NRI coin mechs only. It is caused by the reject coil which is either faulty, or as described earlier, affected by dirt, spilt drinks or jamming on the machine harness when the coin door is closed.

WHAT CAN YOU DO TO ENSURE PROPER AND RELIABLE OPERATION OF THE ELECTRONIC COIN ACCEPTOR

Little maintenance is required. Every time you do a collection remove the coin mech from the holder. Check if there is anything jammed inside. Clean the surface of the coin path with a damp cloth. Install the mech back in the holder and re-plug the connector. Push the reject button a few times. Make sure the button moves freely and is not getting stuck. Remember slightly jammed reject buttons could cause coin rejection and create unnecessary service calls. Test the coin mech with coins, with all coin denominations it is supposed to accept. If you think the coin mech is faulty take advantage of another machine on the same site if possible and test the coin mech on it. This can save you a trip.

Pay close attention to the wiring loom near the coin mech. Make sure the wires are not interfering with the coin mech in any way or obstructing the coin path at the exit of the mech.

It is also advisable to check, the earthing of the coin door, the hinge and other metal parts accessible from time to time. Proper earthing will diminish the chances of the coin mech being damaged by static electricity.

Neglected maintenance will result in coins getting stuck in the mech, the machine not crediting properly which may lead to bashing and other abuse of the coin door and risk of serious damage to the coin mech and the machine.

I am sure you will agree that 5 minutes of maintenance is time well spent. Regular maintenance will significantly reduce service calls and also service expenses related to coin/credit problems.

I hope that this will help you to sort out some problems you may experience in the future.

ELECTRONIC COIN ACCEPTORS

Courtesy Leisure Line - Norbert Snicer

ELECTRONIC COIN ACCEPTORS

I am sure that every amusement machine operator has experienced a problem of some kind with coin acceptors. As I mentioned last time the coin acceptor is often the most abused part of an amusement machine and a considerable proportion of service calls could be due to coin/credit problems. How can you minimise these service calls? What are the most common problems? Is there anything you can do to prevent them? Do you know how to rectify the problems? Well, let's make a list of common problems and see what could cause them.

1. ALL COINS ARE REJECTED

Surely you have experienced this one. There are a number of reasons for this:

a) Check if the coin acceptor is properly connected and if all the connectors are pushed in properly.

b) Check if the supply voltage (+12V) for the coin mech is within the tolerance.

c) The reject button is stuck and stays pushed in.

d) If it is an NRI coin acceptor check that the reject opto switch is not obstructed. In some instances a little microswitch operated by the reject button is connected to the NRI mech. If this switch is stuck closed all coins will be rejected. You can permanently disconnect this switch as it is not really needed.

e) If it is NRI G12.0004 (top entry, pinball type) make sure that the reject coil does not jam on the wiring of the machine when the coin door is closed.

f) The Microcoin S6 coin acceptor will reject coins if any of the start buttons are stuck closed. This is often overlooked, especially in machines like Daytona or Sega Rally where the start switch connected to the coin mech is operated by the accelerator pedal.

g) Remove the coin mech from the holder, open it, remove any obstruction and clean the surface with damp cloth. Excessive dirt can obstruct some opto switches in S5 and S6 coin mechs and cause coin rejection. Dirt or sticky leftovers from spilt drinks can effect the operation of the reject coil which can also result in coin rejection. These coin mechs should be checked by your Coin Cascade Service Department as a spilt drink can cause more serious damage if the drink has effected the electronic circuit board.

h) The coin mech is defective or badly programmed. Test the coin mech in another machine if there is one close by.

2. ONE PARTICULAR COIN DENOMINATION IS ALWAYS REJECTED

The coin mech is incorrectly programmed or not programmed for this coin denomination at all. But before we can say that, remember any coin channel can be disabled.

The NRI coin mech has a set of dip switches under the side cover number 1 to 6. This numbering relates to the numbering of coin channels. Any coin channel can be disabled by switching the related dip switch "ON".

Similarly, in Microcoin S5 and S6 coin mechs, any coin channel can be disabled. Check the coin mech with your hand held programmer (Micromate), select MODE 3 and enter the coin number. Zero on the display = disabled, 1 = enabled.

3. SOME COINS ARE INTERMITTENTLY REJECTED

a) Reprogramming will fix this condition in most cases. In some instances S5 and S6 coin mechs can be affected by the metal coin door or other metal objects in close vicinity to the coin mechs. It is advisable to programme the coin mechs directly in the machine.

b) Two NRI coin mechs mounted in one coin door in close proximity can effect each other and also cause intermittent coin rejection. These coin mechs need to be reprogrammed taking this into consideration.

c) The coin mech may be defective. Test it in another machine.

4. COINS ARE ACCEPTED BUT NO CREDIT IS ISSUED

This will certainly generate a complaint.

a) If you can hear the coin meter working, this is a good sign that the coin mech is most likely OK. If this is S6 or NRI G13,1404 mech, check if the credit output of the coin mech is connected properly to the coin input of the game board. In machines where credit board is used, check the

MK ULTIMATE

MIDWAY PROMISED A "FREE UPDATE CHIP" FOR MORTAL KOMBAT 3 INSTEAD, OPERATORS SWAP THE OLD CHIPS FOR A WHOLE NEW SET.

The mark of excellence is setting high standards for yourself, then delivering even more than you promise. Williams/Bally-Midway is hitting that mark with regard to the promised update for Mortal Kombat 3. Ever since this hot video game debuted at last spring's ACME Show, the Chicago-based manufacturer has been making big promises. They said operators who bough MK3 would get a "free update chip" by fall. They said the update chip would contain a few new characters to freshen up the game and rejuvenate coin-op earnings when the first version went to the home market. They said that the game's original creators, Ed Boon and John Tobias, were working on the update all summer ... no "second string" team had been called in for a rush job.

By this fall, it became clear Midway was better than its word. The team of Boon & Tobias came up with so much "good stuff" for the update that it required not just one update chip, but 12! Ultimate MK3 brings back all the favourite characters and their moves, plus offers six new characters (and maybe some additional "hidden" bad guys), four new backgrounds (plus "hidden" settings), three modes of play (standard two-on-two, tournament elimination), and a new "spiralling" ending feature. "Even when the player thinks he has beaten the game, it gives him more challenges to overcome", said Midway. There are also more combination moves per character, new codes for the "destiny matrix", and a new marquee.

True, the distribution policy isn't quite as simple as just picking up a free update chip; however, the bottom line is the same for the operator: you get a new version of the game for free. The operator receives an update pack from his distributor, consisting of 12 chips and returns the old ones via the original packaging to his distributor who in turn passes them back to Midway. Distributors are charged for the update kit but get full credit when the original MK3 chips are returned. At the dealers discretion, some operators may be charged but will also get refunds and/or credit when the old chips are returned.

If you don't have an original Mortal Kombat 3, you will be able to buy Ultimate as a full kit. By the way, the new version is earning "super" money on test. Shipping of the free/exchange update kit (and purchase availability of the cash-on-the-barrelhead kit) started in late November at the rate of 10 per week. For additional information, contact you local agent.

Bally/Midways National Sales Manager, Rachel Davies with Ultimate MK3

WORLD JOURNAL

DECEMBER 5
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Fax: +44 171 713 0446

DECEMBER 12-15
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Contact: Sepfi-Technoexpo
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Fax: +331 4756 2110

JANUARY 23-25
ATEI/ICE
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Contact: Peter Rusbridge
Tel: +44 171 713 0302
Fax: +44 171 713 0446

JANUARY 24-27
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Frankfurt, Germany
Contact: Blenheim Heckman GmbH
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Fax: +49 211 901 9127

FEBRUARY
LEISUREXPO '96
Florida USA
Contact: Al Barry
Tel: +1 305 448 7976
Fax: +1 305 448 4630

FEBRUARY 21-22
AOU SHOW
Tokyo, Japan
Contact: K. Kiritani
Tel: +81 3 3253 5671
Fax: +81 3 3253 5688

MARCH 7-9
ACME '96
Florida, USA
Contact: Show Management
Tel: +1 708 333 9292
Fax: +1 708 333 408

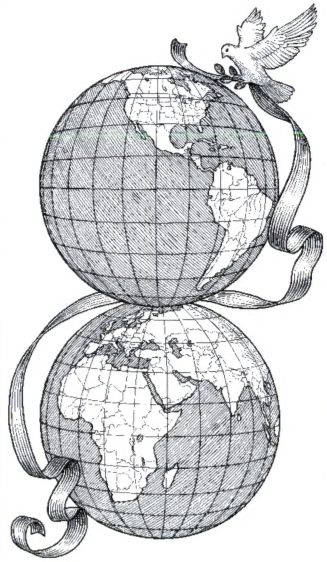
MARCH 11-14
AMUSEMENT MACHINE '96 CHINA
Contact: Union Fair & Trade
Tel: +86 20 736 1887
Fax: +86 20 736 1350

APRIL 2-4
GULF LEISURE PARKS & FUN CENTRE SHOW
World Trade Centre, Dubai
Contact: Gerry Robinson
Tel: +44 1905 613256
Fax: +44 1905 724768

APRIL 2-5
HOTELEX/FOODEX CHINA '96
Shanghai, China
Contact: Hotelex Amusement Pavilion
Tel: +1 708 333 9292
Fax: +1 708 333 4

APRIL 3-7
TAE '96
World Trade Centre, Taiwan
Contact: Vera Wu
Tel: +886 2 746 6860
Fax: +886 2 746 6875

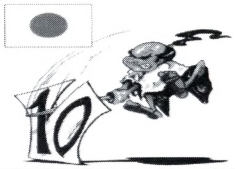
MAY 8-9
ASIAN AMUSEMENT EXPO
Hong Kong
Contact: Show Management
Tel: +1 708 333 9292
Fax: +1708 333 4086



RTS

JAPANESE GAME MACHINE

CONVERSION GAMES	DEDICATED GAMES	PINBALLS
1. Namco "Tekken 2"	1. Namco "Alpine Racer"	1. Williams "No Fear"
2. Sega "Virtua Fighter 2"	2. Sega "Virtua Cop 2"	2. Sega "Frankenstein"
3. Sega "Virtua Fighter 1"	3. Sega "Virtua Fighter 2"	3. Data East "Jurassic Park"
4. SNK "Stakes Winner"	4. Namco "Rave Racer"	4. Midway "Addams Family"
5. Taito "Puzzle Bobble 2"	5. Namco "Cyber Cycles"	5. Williams "Roadshow"
6. Sega "Virtua Striker"	6. Namco "Point Blank"	
7. Capcom "SF Alpha"	7. Sega "Sports Fishing"	
8. SNK "King of Fighters"	8. Sega "Virtua Cop"	
9. Data East "Chain Reaction"	9. Sega "Sports Fishing 2"	
10. Psikyo "Strikers 1945"	10. Konami "Quiz Grand Prix"	



AMERICAN TOP 60 VIDEO & PINBALL

1.	Sega "Daytona USA"	31.	Premier "Stargate"
2.	Midway "Cruisin' USA"	32.	Konami "Lethal Enforcers II"
3.	Bally "Theatre of Magic"	33.	ALG "Crime Patrol"
4.	Midway "Mortal Kombat 3"	34.	Konami "Lethal Enforcers"
5.	Sega "Virtua Cop"	35.	Sega "Baywatch"
6.	Sega "Virtua Fighter 2"	36.	Williams "The Shadow"
7.	Midway "Killer Instinct"	37.	Kaneko "Gal's Panic II"
8.	Capcom "Street Fighter Alpha"	38.	Sega "Virtua Fighter"
9.	Dynamo "Solitaire Challenge"	39.	TWI "T-Mek"
10.	Namco "Suzuka 8 Hours 2"	40.	TWI "COPS"
11.	Namco "Suzuka 8 Hours"	41.	Capcom "Street Fighter The Movie"
12.	Namco "Tekken"	42.	Williams "Flintstones"
13.	Premier "Frank Thomas' Big Hurt"	43.	Williams "Dirty Harry"
14.	Williams "Star Trek:TNG"	44.	SNK "Samurai Shodown"
15.	Williams "No Fear"	45.	McO'River "Aero Fighter 2"
16.	Namco "Ridge Racer 2"	46.	Bally "Twilight Zone"
17.	Bally "Addams Family"	47.	Capcom "D&D Tower of Doom"
18.	Namco "Lucky & Wild"	48.	Midway "Revolution X"
19.	Williams "Red & Ted's Road Show"	49.	Fabtek "Raiden II"
20.	Namco "Ridge Racer"	50.	Premier "Freddy"
21.	Bally "World Cup Soccer"	51.	Williams "Indiana Jones"
22.	Sega "Outrunners"	52.	Kaneko "Great 1000 Mile Rally"
23.	Sega "Virtua Racing"	53.	Sega "Frankenstein"
24.	Taito "Bust-A-Move"	54.	Midway "Mortal Kombat II"
25.	Premier "Rescue 911"	55.	Fabtek "Raiden DX"
26.	Williams "Demolition Man"	56.	Midway "NBA Jam Tournament"
27.	ALG "Drug Wars"	57.	Seta "Twin Eagle II"
28.	ALG "Fast Draw"	58.	Namco "Cybersled"
29.	Premier "Shaq Attaq"	59.	Data East "Maverick"
30.	Capcom "X-Men"	60.	Data East "Windjammers"

CHA

TIME OUT NEW ZEALAND

CONVERSION GAMES

1. Capcom "SF Alpha"
2. Namco "Tekken 2"
3. Midway "Killer Instinct"
4. SNK "Puzzle Bobble 2"
5. Taito "Elevator Action Ret."
6. Seibu "Raiden II"
7. SNK "Puzzle Bobble
8. Seibu "Raiden DX"
9. Mitchell "Pang 3"
10. Capcom "SFII:Hyper"

DEDICATED GAMES

1. Namco "Cyber Cycles"
2. Sega "Daytona"
3. Namco "Ace Driver"
4. Sega "Sega Rally"
5. Sega 'Virtua Cop"
6. Atari "T-Mek"
7. Sega "Desert Tank"
8. Midway "Cruisin' USA"
9. Sega "Virtua Fighter 2"
10. Game Master "Air Hockey"

PINBALLS

1. Bally "Theatre of Magic"
2. Gottlieb "Water World"
3. Williams "No Fear"
4. Sega "Batman"
5. Gottlieb "Big Hurt"
6. Williams "Jack Bot"

TIME OUT Family Leisure Centres

TIMEZONE

CONVERSION GAMES

1. Sega "Virtua Striker"
2. Namco "Tekken II"
3. Namco "Point Blank"
4. Capcom "Street Fighter Alpha"
5. Sega "Virtua Fighter II"
6. SNK "King of Fighters 95"
7. Midway "Mortal Kombat 3"
8. Midway "Killer Instinct"
9. Namco "Tekken"
10. Taito "Elevator Action Returns"

DEDICATED GAMES

1. Namco "Alpine Racer"
2. Sega "Virtua Cop II"
3. Jaleco "PK Soccer"
4. Sega "Rally Championship"
5. Sega "Daytona USA"
6. Namco "Rave Racer"
7. Namco "Cyber Cycle"
8. Atari "Area 51"
9. Sega "Virtua Cop 50" Deluxe"
10. Midway "Cruisin' USA"

PINBALLS

1. Bally "Theatre of Magic"
2. Bally "Indy 500"
3. Bally "No Fear"
4. Williams "Jackbot"
5. Gottlieb "Star Gate"
6. Williams "Dirty Harry"
7. Sega "Baywatch"
8. Williams "The Shadow"
9. Williams "Star Trek"
10. Bally "World Cup Soccer"

PRIZE REDEMPTION

1. LAI "Tickee Tickars"
2. ICE "Cyclone"
3. Namco "Whac A Croc"
4. LAI "Stadium Basketball"
5. LAI "Big Foot"

PLAYMETER

CONVERSION GAMES	LONGEVITY POINTS
1. Namco "Tekken 2"	58
2. Merit "Megatouch"	57
3. Midway "Mortal Kombat 3"	338
4. Namco "Tekken"	434
5. Capcom "Street Fighter Alpha"	95
6. Capcom "X-Men"	418
7. SNK "Savage Reign"	32
8. Midway "WWF Wrestlemania"	30
9. Dyanmo "Tournament Solitaire"	25
10. Taito "Bust-A-Move"	308
DEDICATED GAMES	
1. Sega "Daytona USA"	833
2. Midway "Cruisin' USA"	700
3. Sega "Virtua Cop"	470
4. Namco "Cyber Cycles"	54
5. Midway "Killer Instinct"	501
6. Sega "Virtua Fighter 2"	482
7. Sega "Sega Rally"	51
8. Namco "Suzuka 8 Hours 2"	945
9. Namco "Ridge Racer 2"	264
10. Namco "Suzuka 8 Hours"	905
PINBALLS	
1. Bally "Theatre of Magic"	325
2. Williams "Star Trek TNG"	1163
3. Bally "The Addams Family"	2431
4. Bally "Indianapolis 500"	45
5. Williams "Roadshow"	496
6. Williams "No Fear"	200
7. Sega "Batman Forever"	29
8. Premier "Frank Thomas' Big Hurt"	124
9. Premier "Stargate"	249
10. Bally "World Cup Soccer"	676
PRIZE REDEMPTION	
1. ICE "Cyclone"	
2. Coastal "Jungle Jive"	
3. Benchmark "Roll for Gold"	
4. Seidel "Smokin Token"	
5. Bromley "Super Wheel em In"	

FUN STATION

AUCKLAND

PANMURE SUPER BOWL EXTEND THEIR OPERATION

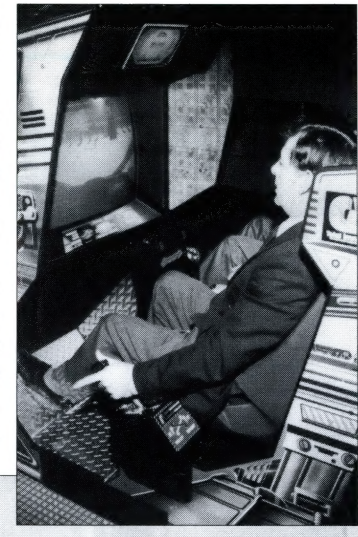
Preparations are well in hand for the official opening in mid January of the $12.5 million "Fun Station" Family Entertainment Centre situated alongside the Panmure Super Bowl, in Panmure, Auckland.

The complex is in use now but fine tuning of the operation will allow the one hundred staff to be well organised for the official opening.

The original complex has had new bowling alleys added and when I visited was very busy with senior citizens very actively playing bowls. Also the Laser Runner which is an inflatable laser tag game. This is very popular for the age group from 4 years up. There is 7,000 square feet of the latest video and driving games.

The "Fun Station" is connected to the Super Bowl by a covered walkway and has many interesting choices for the family to make. They have 12,000 square feet of the latest video and redemption games.

There is 10,000 square feet of safe play area for young children. The young children can run, hide, romp, and slide over many exciting pieces of equipment. There are 8 multimedia education interactive computers especially designed for use by young children. On the outside they have the mini train rides, bumper boats, mini golf and skid cars.



An innovative idea is that there will be a fully licensed kindergarten operating from February onwards (I only wish that I was 4 years old again).

Parents who want to have a birthday party for their young children are well catered for. Within the complex are five party rooms which can be hired along with trained staff and a McDonalds Restaurant.

Parties can be fun again for parents as well as the children.

Time Out Leisure congratulate Panmure Super Bowl and its management (Simon and Doug) for developing a world class entertainment centre. Time Out Leisure are pleased to be involved with Panmure Super Bowl in this new development and look forward to a long and successful relationship.

Good luck for the future.

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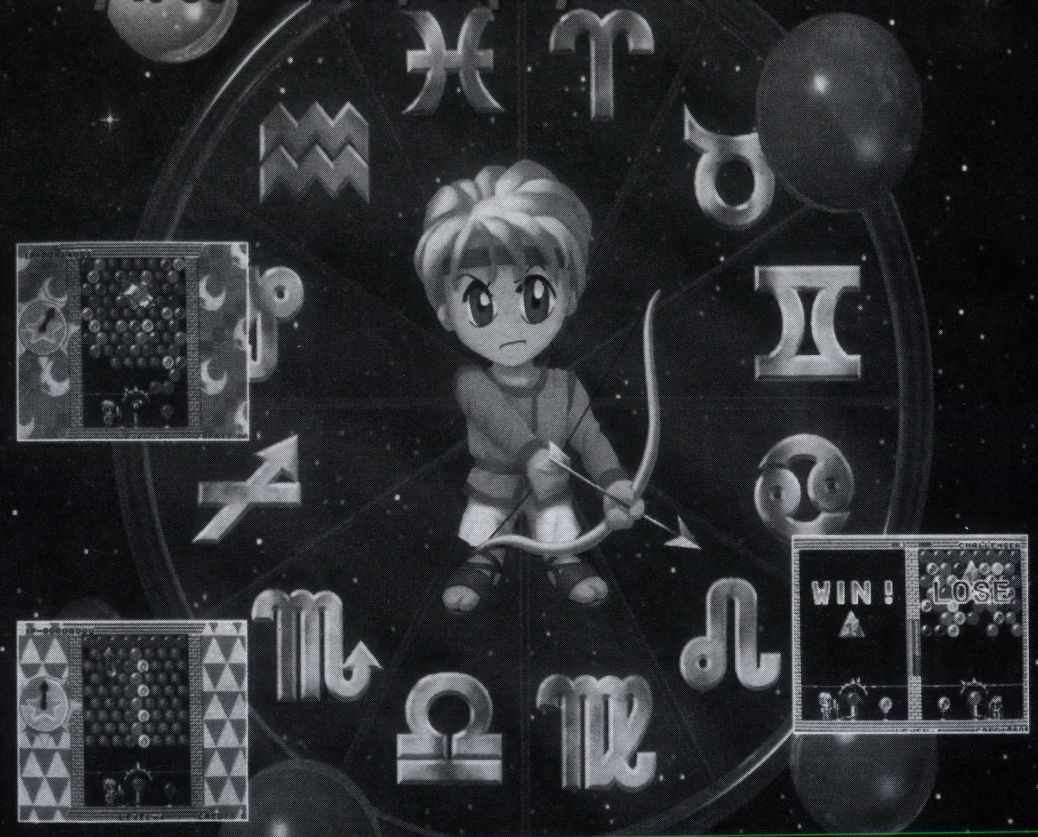

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